

In the Specification

At page 1, lines 9 – 20, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

Different operators in different countries, and also within most countries, are maintaining and administrating the communications networks. The different national and regional networks are connected to each other. The networks in different countries are connecting in order to be able to connect people who are subscribers of relevant networks by means of voice or data connections. The networks are like Plain Old Telephone Service (POTS), Public Switched Telephone Network (PSTN), Integrated Services Digital Network (ISDN), Asynchronous Digital Subscriber Lines (ADSL) or any variant of Digital Subscriber Lines (xDSL), Public Land Mobile Network (PLMN), etc. For example, ISDN subscribers can call conventionally to other subscribers. Further, ISDN subscribers can establish a connection to the Internet with a computer. The above networks provide mainly circuit switched services to the terminals of the subscribers.

At page 3, lines 3 – 13, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

Wireless mobile communications continues to expand at a rapid pace and will continue to do so for at least the next decade. Over 100 million people were using a mobile service by the end of 1995, and that number is expected to grow to 300 million by the year 2000. Several factors are contributing to the exciting growth in the telecommunications industry. For example, a combination of technology and competition bring more value to consumers. Phones are smaller, lighter, ~~had~~ have a longer battery life, and are affordable now for the mass market. Operators are providing excellent voice quality, innovative services, and roaming across the country or world. Most important, mobility is becoming less expensive for people to use. Around the world, as well as in the United States, governments are licensing additional spectrum for new operators to compete with traditional cellular operators.

At page 9, lines 20 – 23, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

The remote transceivers (not shown) ~~broadcasts~~ broadcast information to the mobile phone 200 by means of the low power RF link. The mobile phone 200 receives the broadcast information using the transceiver 2 280 and stores the broadcast information in the memory 252 of the controller ~~250~~250.

At page 10, lines 23 – 25 and page 11, lines 1 – 10, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

The players 420/422/424, 430/432, 440/442 use the mobile phones to contact with a network, such as a LAN (Local Area Network), WAN (Wide Area Network) Internet, a public land mobile network (PLMN) or a PSTN. The sites 410, 412, 414 can even be in different cities, states or countries. In addition, mobile phones 420, 422, 424 in a single location, 410, for example may be connected via a wireless network using a low power RF transceiver. A "base station" 460 is coupled to the network 450. The "base station" 460 may be a cellular transceiver and/or a low power RF transceiver. ~~the~~ The "base station" 460 is used for broadcasting information of entertainment/excitement within that entity 410. Further, to minimize call charges, users can use a low power RF connection to a "base station" 460 at their site if the "base station" 460 includes a low power RF ~~transceiver~~ transceiver. Only one transceiver for broadcasting information of entertainment/excitement within that entity is illustrated in Fig. 4, but it should be understood that there could be more than one transceiver in each site.

At page 12, lines 10 – 16, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

Fig. 6 is a flow chart 600 illustrating the steps for establishing a game. First ~~[[a]]~~ an inquiry is transmitted by a new player 610. All units capturing the inquiry message may then send a response to the inquiring unit 620. The response includes information about

the unit and the host. The new player may then review all of the received information 630. The new player may scroll the services available which are provided at intervals by the game server. Finally, games are established with the gaming data collection in the game server 640.

At page 13, lines 19 – 25, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

When poker is the game selected, the cards are shuffled and ~~the~~ dealt after acceptance by a group of players, e.g., three players in the present example. Fig. 8a shows the screen 810 indicating the shuffling and dealing of the cards. Player 1 gets five cards face side up 812 as shown in Fig. 8b. Player 2 is dealt five cards 814 as shown in Fig. 8c. Fig. 8c indicates that it is the turn of player 2 816. Player 2 selects to keep cards 1 820, 4 822 and 5 824. Fig. 8d illustrates the dealing of new cards 2 830 and 3 832.

At page 14, lines 1 – 16, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

By this time, the statistics of the first results have been provided to the server. The next step is an option to open wagering. If the players have entered an agreement with the entity, and the government allows gambling, the wagering can begin. Alternatively, the playing is ended by this event. However, the players can, for example, pay some fixed sum to the game entity and inform it that they are interested in betting. Then, for example, the mobile phone user's information, such as age, etc., is controlled by the register of the mobile phone users or other means. After careful inspection, the accepted players can begin betting games and, usually, only bet with a predetermined sum, which is kept low to avoid malpractice. Whether the player's bet is accepted or not depends on the available salvo of the respective player or for some other ~~reasons~~reason(s) and is controlled in the server side. It ~~[[us]]~~is usually only those players who pay in advance that may wager. It is possible to pay the sums via the entity's cashier which has

the connection to the game server close to the start of the game, or it can be paid well in advance. The mobile phone identification is sent to the server for checking the allowance of the user to spend the amount of the wager. Naturally only a limited amount of money is possible to load to the server.

At page 15, lines 1 – 13, please replace the paragraph as follows (underlined denotes replacements additions and strikethrough notes deletions):

In summary, when a player comes to a location, such as a restaurant, the player may use a mobile phone to send ~~[[a]]~~an inquiry message or to answer the message sent from the base station. The mobile phone may include a low power RF transceiver module, such as a Bluetooth module. In addition, additional low power RF transceiver modules may be geographically dispersed around the location so that all interest gamers may access a game server. The new player may select the low power RF mode separately, or the new player can automatically observe low power RF information. The units that capture the inquiry message from the new player may send a response to the new player. The response contains information about the sending unit and the host. The new player receives the information and identifies which mode is available. The services available from the game server (which are transmitted at intervals) may be scrolled using the mobile phone. The new player then selects the game service: play a game, decline game, wait, etc.